Gallop Racer® 2004

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

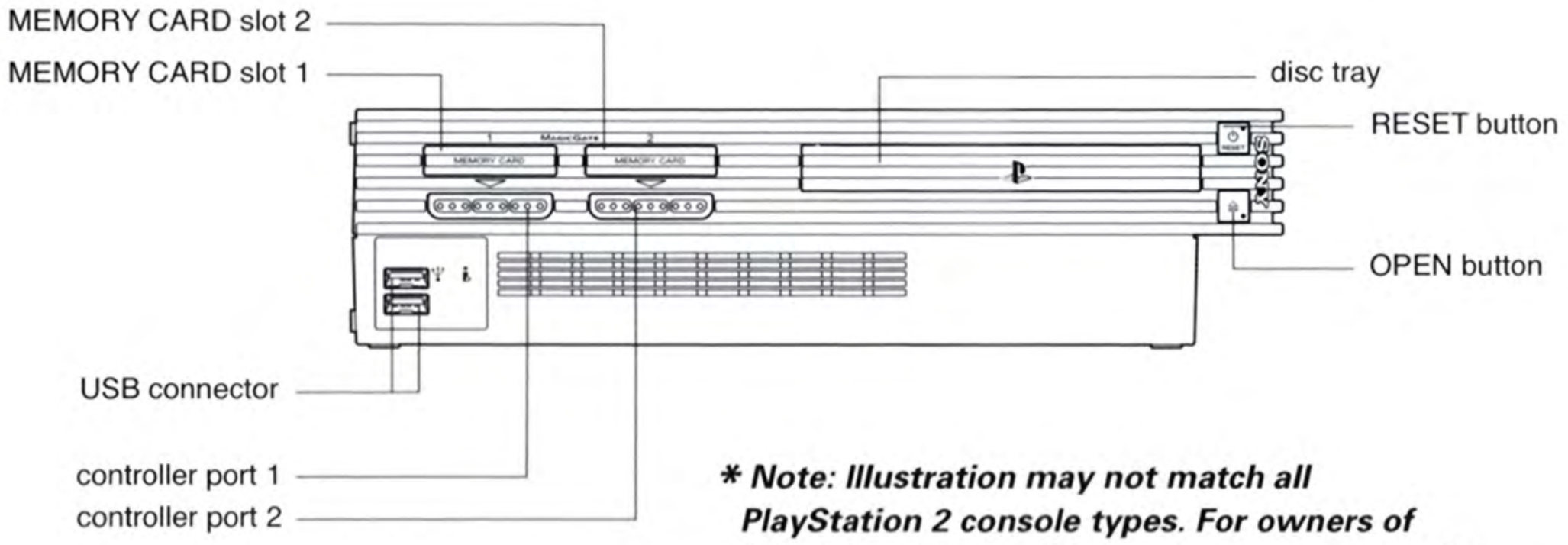
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Racing 04
DUALSHOCK®2
Analog Controller 04
Pre-Race 06
Pre-Race 07
Post Race 10
2 Players 11
View 11
Game Modes 14
Starting the Game 14
Season Mode 14
Extra Mode 15
Options 16
Season Mode 17
A New Game 18
Trainers 19
Main Menu 20
For the Beginner 22
Riding Request and Negotiations 23
My Horses 26
Jockey Growth 28
Events 30
Rivals 32
Map 34
Breeding Original Horses 36
Secrets 39
Extra Mode 40
Battle Mode 40
Free Mode 41
TRA Academy 42
Options 43

1875 © 1998

GETTING STARTED



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

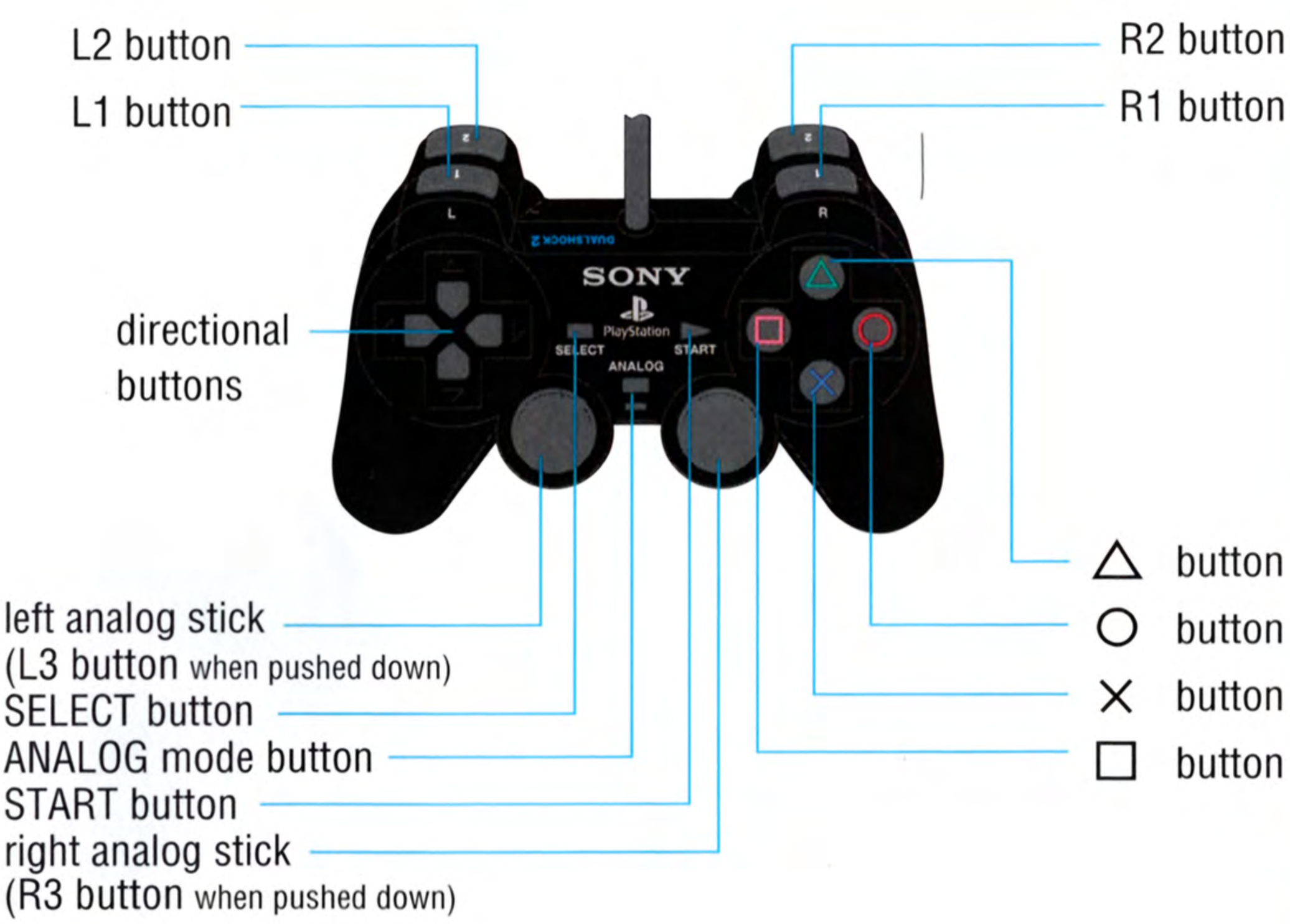
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the (SOFTWARE TITLE HERE) disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



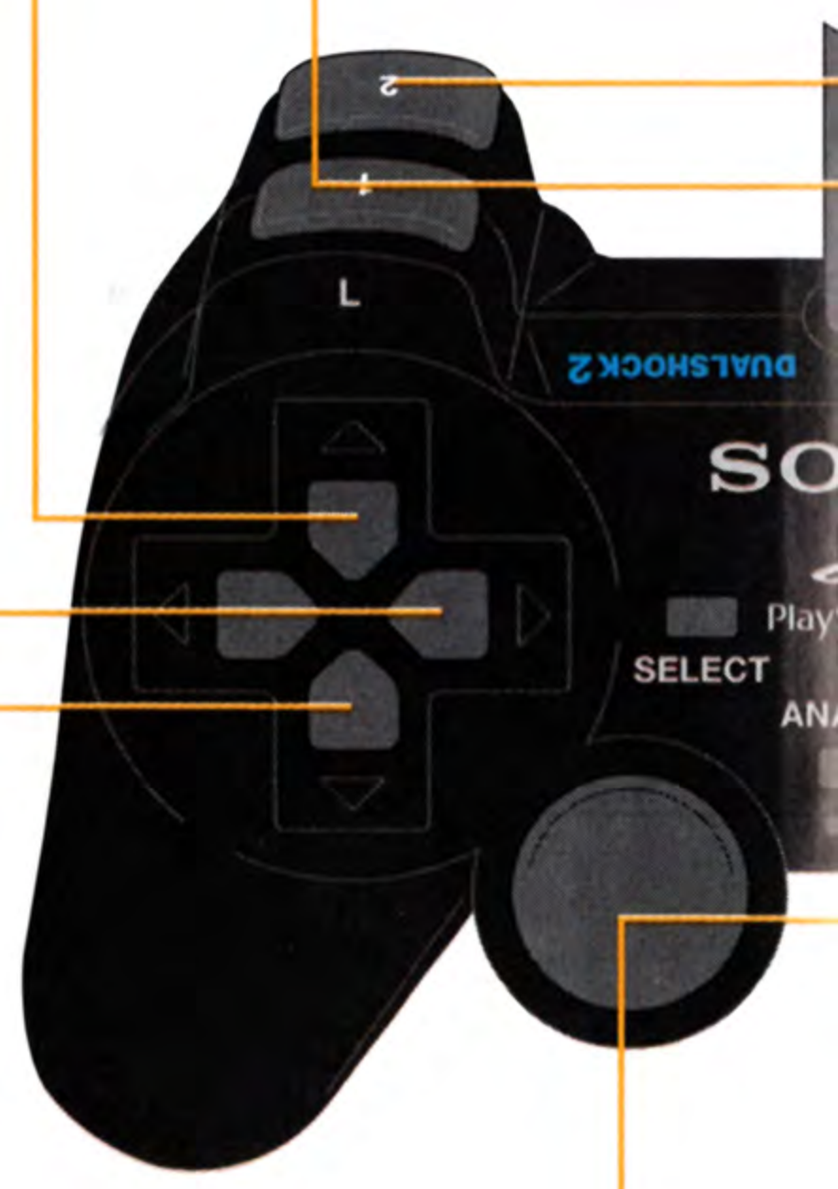
RACING CONTROLS

L1 / R1 button
Look left/right
Press the opposite direction to the one in which you are looking to turn back. Press L1+R1 together to look behind you.

directional button – UP
Speed up
Use the reins to increase speed. Pressing repeatedly will further increase speed.

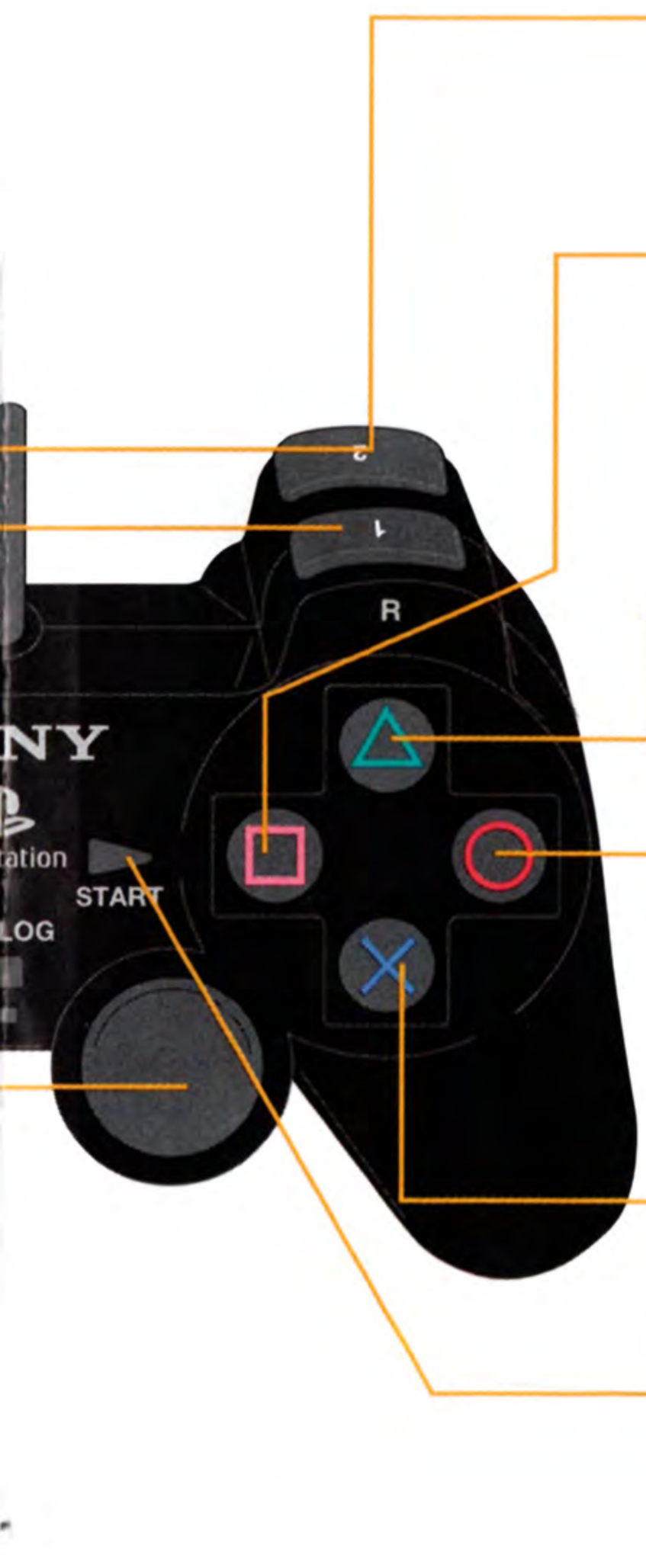
directional buttons – LEFT/RIGHT
Move horse left/right
Pressing twice quickly in the same direction will move further. Continuing to press will then keep on moving the horse.

directional button – DOWN
Slow down
Drawn back on the reins and slow the horse down. Press twice in quick succession to slow down faster. Continuing to press will then continue to slow down.



Left/Right Analog Sticks
Look around
Look in the direction in which the stick is pushed. Return the stick to the center to return view to normal.

- During the game, the ANALOG mode button (LED) should be red at all times.
- Vibration can be turned ON/OFF on the Options screen.
- Holding down START button + SELECT button + L1 + L2 + R1 + R2 for 2 seconds during the game will reset to the title screen.



L2 / R2 button

Change Target

Press L2+R2 to return target to yourself.

▢ button

Left Whip

When the whip is in your left hand, whip and increase speed. If the whip is in your right hand, move whip to your left.

△ button

Viewpoint

Switch between normal/jockey viewpoint.

○ button

Right Whip

When the whip is in your right hand, whip and increase speed. If the whip is in your left hand, move whip to your right.

✕ button

Change whip hand

START button

Pause

PRE-RACE

Chart/Paddock

The horse chart displays Jockey, Leg Type, Sex, Age, Impost, Odds, Single Win Odds and Predictions. The Paddock allows you to check on each horse's individual status.

Horse Info

Press the △ button on the Paddock screen to view a horse's status.

SPD (Speed)
Maximum speed of which the horse is capable.
STY (Staying)
Ability to maintain a high speed.
STM (Stamina)
Stamina during the race.
PWR (Power)
Ability to deal with rough and slopes.
BRK (Breaking)
Time it takes to reach top speed.
FEL (Feel)
Range of speed horse is comfortable running in.
TMP (Temper)
Chance of becoming over-eager.
HRT (Heart)
Competitiveness on final straight.
RSP (Response)
Speed of response to rein commands.
TGH (Toughness)
Ability to recover physically.
CRS (Course)
Course suitability to dirt and turf.
DIS (Distance)
Distance range in horse runs best.
LEG (Leg Type)
Position in which horse runs best.
Growth
Shows when abilities will peak.

RACE

Basic Screen

1. Race Info — Remaining distance (DIST), elapsed time (TIME) and lap time (LAP). The lap time is updated from the right after every furlong (1F).

2. Field Rader — The current field positions, displayed by horse numbers. Allows you to check the position of every horse.

3. Horse Info — Information on the horse targeted by the radar. Only displayed when controlling the radar.

4. Radar Target — The horse that is currently the radar target. The horse directly below this mark is the current target.

5. Response Gauge — Gauge showing changes in response during the race. Keep the horse happy and it will slowly fill up. The amount of response stored will affect your last leg. The gauge displays MAX when no more response can be stored.

6. Whip Gauge — Gauge displaying effects of using the whip. Whipping when this gauge is empty will lose speed, response and upset the horse. Stop using the whip and it will recover. You can also pull quickly on the reins to make it recover faster.

7. Lucky Slot — Will stop on a 7 when a Jockey is doing well in a race. Get 3 7s and something good might happen.

8. Speed Meter — The current horse speed (yellow) and players desired speed (red).

9. Condition Meter — Displays the condition and mood of the horse.

Start

The bottom left speed meter also acts as the start meter. Pressing the ⊗ button when the red and yellow lines are aligned will make a good start. Failing to press the ⊗ button within the time limit will cause an automatic late start.

Mid-race

Mid-race, "Position" and "Feel" are most important. Position refers to your location within the field of horses. A horse's ideal position depends upon LEG (leg type). Fundamentally, a Front horse (Front) wants to be at the very front, a Preceder (Prcdr) in the upper half, a Middle (Mid) in the lower half and a Closer (Clsr) at the rear.

Feel is dependent upon the horse running well. The area between the blue and red sections of the speed meter is the ideal speed for that horse. If "Feel" does not appear, the condition meter will change. This should be avoided whenever possible.

Stretch

You will want to starting speeding up at around 3F(furlong) remaining, and use the whip at around 2F. When using the whip, keep an eye on the whip gauge. You will upset your horse and prevent it from running its best if you use the whip when this gauge is empty. If the gauge is empty, pull on the reins to recover it faster.

Latent Abilities

Abilities represent each horse's unique characteristics. There are "Latent" abilities that activate when riding in a certain way and "Auto" abilities that are always in effect during specific races. Here is an introduction of some "Latent" abilities.

The "Frontrunner" ability.
Activates when running far ahead during the race. Once activated, the horse will run at its best, and really stretch itself on the final straight.

The "Last to First" ability.
Activates when a horse running toward the back of the field is whipped on the final straight. Once active, an amazing final leg will be possible.

The "Delicate" ability.
Activates if contact with another horse occurs during the race. Once activated, response will decease dramatically and you will be at a big disadvantage. You should try to avoid activating these kinds of negative abilities as much as possible.

POST RACE

Placing

After the race finishes, the results will be displayed. Press the △ button to change the displayed data and check the finishing order and final 3 furlong times. Press the □ button to view payoff.

3 YOUNG MILE CUP GI Tf 8.0F Washington D.C
1 6 COURTLY LARK Player1 ① 1:33.6
2 9 ANT BEE BATES ② 2
3 14 SEDATE CHIEF HARRIS ③ 1 3/4
4 8 SOFT BREEZE FLORES ⑤ 1 3/4
5 7 PEARLY EMBLEM ALVARO ④ Head
6 11 IMPORTANT SONG APONE ⑦ Neck
7 3 FAR WAY BOYLE ⑥ 1/2
8 10 RISKY EXPERT ROSS ⑨ 1 1/2
Fast pace 13.0-11.5-11.4-11.6-11.8-11.4-10.8-
Next VTR VTR Save Info Dividend

VTR Save

Selecting "VTR Save" here allows you to save a VTR of the race to a memory card.
> memory card (8MB) (for PlayStation®2) with at least 305KB of free space is required in order to save "Gallop Racer 2004" VTR data.
Saved VTR data can be watched from the Replay Theater within the options screen.

Inquiry

An inquiry will be held if a foul is committed during the race. Depending upon the extent of the foul, your final placing may be changed or you may be disqualified all together. Concentrate on making the horse run straight forward at all times. In Season mode, a place change also comes with a 1 week riding ban, and a disqualification a 2 week riding ban.

Jockey Evaluation

View an evaluation of your riding during the race. Evaluation points (Eval Points) are given from D to SS in the categories Start, Position, Feel, Stretch and Consistency. The color of the text in "Eval Details" also indicates good or bad riding. Blue means those areas that were good, and red or orange those that should not be repeated again. Take in the information from this evaluation and use it to improve your riding next time.

2 PLAYERS

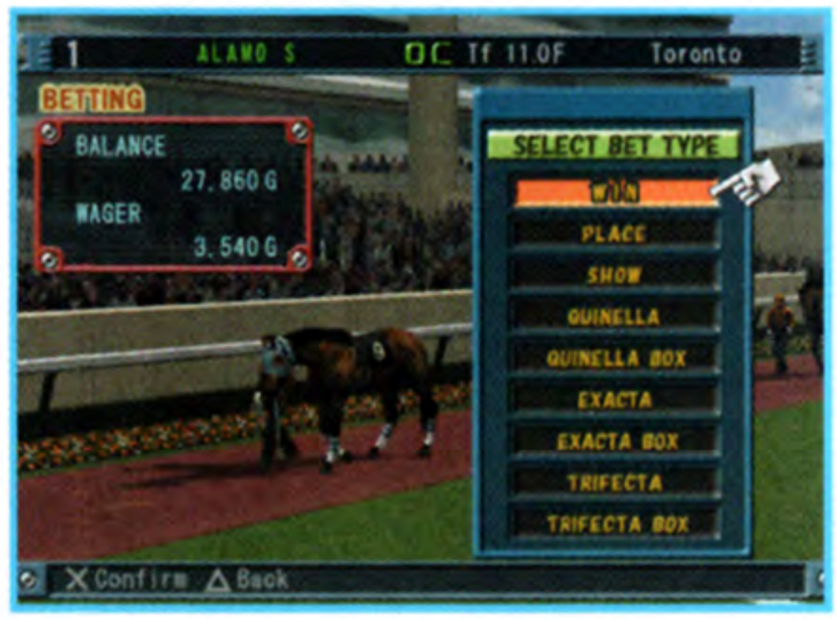
Battle mode and Free mode allow two analog controller (DUALSHOCK®2) to be used, and 2 players to race head-to-head on a split screen.

VIEW

Rather than ride in a race, just watch one.

BUY TICKET

Selecting View during Season mode will allow you to buy betting tickets. There are 6 types of tickets you can buy; WIN, PLACE, SHOW, QUINELLA, EXACTA and TRIFECTA. For QUINELLA, EXACTA and TRIFECTA, you can also buy useful box bets. You are free to buy whichever kind of ticket suits your betting style.



Type of bets

WIN

Bet on a horse to win.
The most basic way of betting.

PLACE

Bet on a horse to place in the top two.
Compared to a WIN bet, a PLACE bet offers you more chances to win, but the amount you will win is less.

SHOW

Bet on a horse to place in the top three.
Among types of bets available in Gallop Racer 2004, SHOW has the biggest chance to win a bet. However, the amount you will win is the least.

QUINELLA

Bet on which horses will place in the top two (order does not matter).
Compared to WIN, PLACE and SHOW bets, you win more with a QUINELLA bet as it is a bet on 2 horses.

EXACTA

Bet on which horses will place in the top two (order matters).
Compared to a QUINELLA bet, an EXACTA bet has a lesser chance of winning, but a larger payoff.

TRIFECTA

Bet on which horses will place in the top three (order matters).
Among types of bets available in Gallop Racer 2004, TRIFECTA is the most difficult way of betting. However, the amount you can win is the highest of all the bets.

Bets can be bought in boxes

QUINELLA, EXACTA and TRIFECTA can be bought in boxes. A "box" allows you to bet on all possible combinations, up to five horses, and you do not have to pick the exact order. However, a "box" bet will cost you more as you will bet on each of the possible outcomes.

GAME MODES

STARTING THE GAME

Pressing the START button on the Title screen will display the 3 game modes; Season mode, Extra mode and Options. Within Extra mode are the 3 modes: Battle mode, Free mode and the TRA Academy. Select the mode you wish to play from the menu. Use the left/right directional buttons to highlight a selection, and press the ○ button to confirm.

SEASON MODE

Aim to conquer the toughest races in the world and breed the greatest racehorses. Race by negotiating or receiving requests from trainers.
See page 17 for details.

EXTRA MODE

Battle mode

Multiple players go head-to-head. Enjoy a Series Battle, in which 2 players race across a maximum of 5 races, or a tournament style Party Battle in which up to 4 players can take part. See page 40 for details.

Free mode

Freely select horse, race, weather and track. Two players can also go head-to-head. See page 41 for details.

TRA Academy

Learn the basic knowledge and techniques required to fully enjoy the game. The game controls and specialist racing terminology are all fully explained, making this the ideal mode for the beginner to start from. See page 42 for details.

OPTIONS

Alter various game settings, manage the horse you have bred and view race replays.
See page 38 for details.

SEASON MODE

In season mode, time passes. You must negotiate, deal with riding requests and work towards the ultimate goal which is to become a top jockey, win the biggest races and breed top racehorses. When this mode begins, you are still an inexperienced jockey, unable to control horses well.
By building friendship with trainers through negotiations and requests, you will slowly start to be able to ride many different horses. Once a horse of yours has retired from racing, you can use it to breed new horses and thus create your own original horses.

New Game

Decide jockey, uniform, name, trainer and difficulty setting. Once you have selected each of these, the game will begin.
See page 18 for details.

Load Game

Load and continue a previously saved game.
Select the file that you wish to load.

A NEW GAME

Select Jockey — Select the jockey that will represent you.

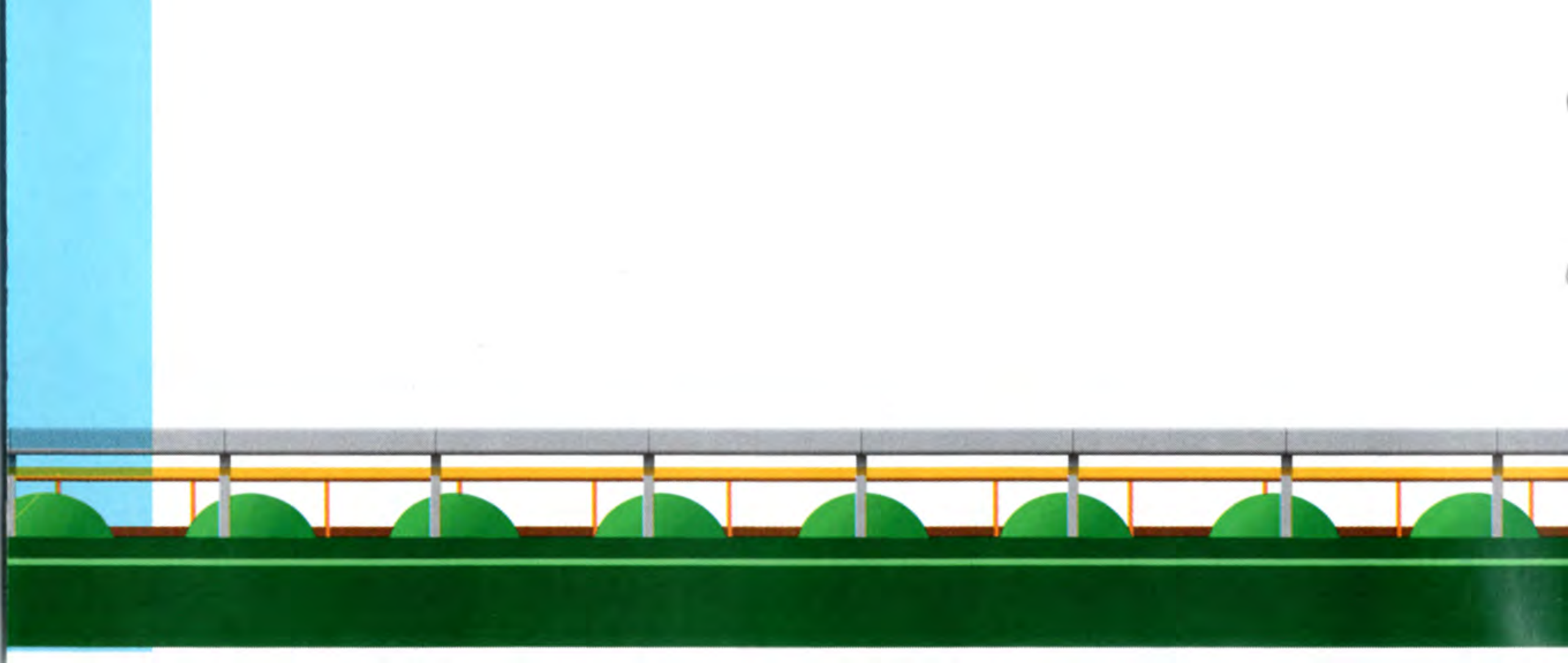
Uniform Settings — Select the uniform you will wear during the season.

Enter Name — Enter your name.

Select Trainer — Select the trainer and stable you wish to enter. You can choose among Nozawa, Shibayama and Cook. The trainer you select makes no difference to the overall progress of the game, so select the one you like the look of best.

Difficulty — Select the game difficulty. Select from easy, normal and hard. Easy makes races easier to win, and will speed up the development of your jockey, making it suited for beginners. You can change the difficulty during the game.

Final Check — Check and alter all selections. Once you are finished, select "Finish Settings"



TRAINERS

Albert Nozawa

A large land owner. Warm of heart, he does not lay blame even for a loss. His motto is "develop through praise."

Mokichi Shibayama

Although at first he just seems mean, he is actually a compassionate and caring person.

Sarah Cook

Transports horses as well as training them. Often works overseas, therefore she speaks many languages.

MAIN MENU

The Season mode main menu. What follows is a description of each selection:

Next Week/Race

Proceed to the next week.
If you are scheduled to race in that week, "Race" will appear in the menu. Select it to begin the race. Press the START button to open the "Next Week Menu." Select "To Next Month" or "To Next Year" to jump ahead in time. However, you will only proceed as far ahead as a race or event in which you are scheduled to appear.

Schedule

Select races in Ride in or View.
As the game progresses, you may also have the chance to ride a debut horse.
See page 23 for details.

INFO
9/3/2 Lv 21
Points 159,100Pts
Schedule
Race Info
1R OC CANNA S
Miami Tf 6.0F 2YO
Race
View L2 R2 Scroll
Grade Race name T/D Dist Wthr Track Req Neg
1R OC CANNA S 6.0F Sy F/F - -
2R OC MOON S Tf 8.0F Sy F/F ✓ -
3R GII ROSE S Tf 10.0F Sy F/F ✓ ✓
4R GII PLANE S Tf 11.0F Sy F/F - ✓
7R GI OSAKA DB Dt 10.0F Sy F/F - -
8R GIII YOKOHAMA Dt 7.0F Rn M/Y - -
X Confirm △ Back ○ Race Info Nxt Wk Menu Help

Map

Visit locations on the map, such as your Home, Stable or Info office. You can increase the number of locations by buying items from the catalogue.
See page 34 for details.

System

Save, Load, Quit or change game settings, Skip settings, and Diff (difficulty).

Save / Load

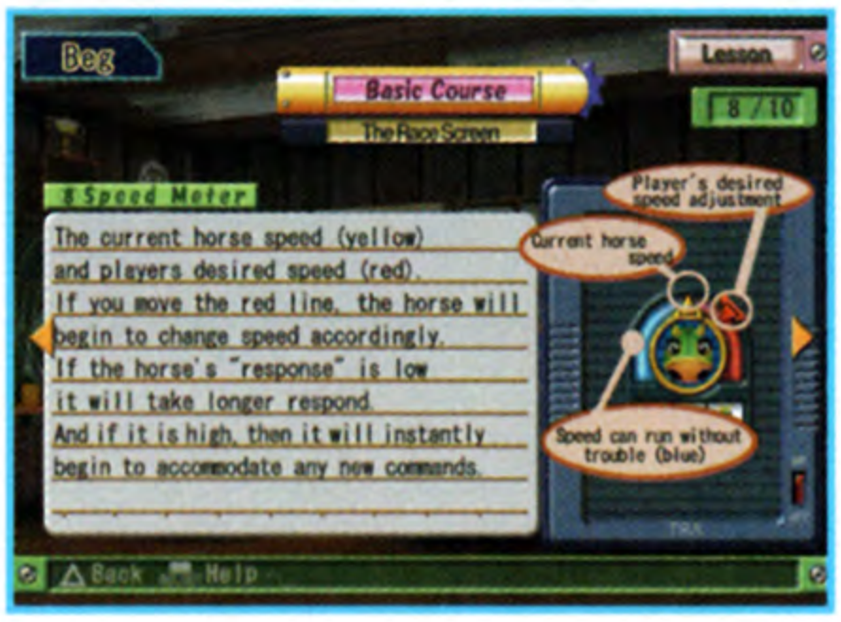
Save the current game data to a memory card (8MB) (for PlayStation®2).
> A memory card (8MB) (for PlayStation®2) with at least 670KB (95KB for system data and 575KB for game data) free space is required in order to save "Gallop Race 2004" data.
> Compatible only with MEMORY CARD slot 1.

Skip

Setting skip settings to ON will ignore any events that occur during the skipped period when you select "To Next Month" or "To Next Year" from the next week menu.
> No events will be skipped only moving one week ahead.
To start with, you can alter independent skip settings for breeding confirmation, 1st half chart, Last year chart, year-end horse awards and year-end jockey awards.
As the game advances, further skip settings will appear.

FOR THE BEGINNER

TRA Academy



Learn the controls, strategies and techniques during the race to help improve your play. Fulfilling certain conditions will increase the available lessons.

Learn how to understand Horse Data, Ability, Jockey Data, and other knowledge that will help improve your play.

Info Office

There are 6 different schedules to follow. The ideal schedule of a horse depends on factors such as age, sex and distance suitability. Use this road map when deciding which races to run in.

Descriptions of each track and how to tackle them. There are many tracks in "Gallop Racer 2004." If you can find the best way to tackle a given track, your riding will improve.

RIDING REQUEST AND NEGOTIATIONS

Schedule Screen

INFO
9/3/2
Lv. 21
Points
1,371,000Pts
Schedule
Race Info
3R GII ROSE S
Toronto
Tf 10.0F 3YOF
View L2 R2 Scroll
Race
Grade Race name T/D Dist Wthr Track Req Neg
1R OC CANNA S Tf 6.0F Sy F/F - -
2R OC MOON S Tf 8.0F Sy F/F ✓ -
Jockey 3R GII ROSE S Tf 10.0F Sy F/F ✓ ✓
4R GII PLANE S Tf 11.0F Sy F/F - ✓
View 7R GI OSAKA DB Dt 10.0F Sy F/F - -
8R GIII YOKOHAMA Dt 7.0F Rn M/Y - -
Confirm Back Race Info Nxt Wk Menu Help
1
2
3
4

1.Race Info — Race name, track, course, distance and qualification required to ride in the highlighted race.

2.Player's Schedule — If the player is scheduled to ride or view this race, "Jockey" or "View" will be displayed.

3.Req (Request) — Indicates that you have a request to ride in that race.

4.Neg (Negotiate) — Indicates that you can negotiate for a horse to ride in that race.

Request

Receiving a request to ride means that you can definitely ride that horse. There are two types of requests: "Request" or "Major".

INFO
9/4/2 Lv.21
Points 1,371,000Pts
Schedule
Race Info
2R GII ALL COMERS S
Miami Tf 11.0F 3YO+
Horse to Race
L1/R1 R2 Scroll
Name Rank Sex/Age Imp Cond Jockey Trainer
COSMIC FOX A H6 128 Request Nozawa
SPECIAL WORLD D H6 125 TANAKA Nozawa
TROPICAL GEM S C 128 Test Nego Nozawa
SACRED GLORY D H5 125 Test Nego Nozawa
STERN LIQUOR SS C4 130 ROSS ???
EVEN PRICE A C4 128 BATES ???
ONLY EARTH A F4 121 TURNER Nozawa
TRIBAL RUN A H5 128 BOYLE ???
X Confirm △ Back ○ Hrs Data Help

Request

A trainer whom you know will sometimes offer you chances to ride.
Doing well in these races will improve your relationship with that trainer.

Major

If you continue to take requests for the same horse and ride it well each time, you may be offered a main jockey request for that horse.
By adding this horse to your My Horse list, you can then change the race in which it will run, earn horse titles, and make use of various other features.

Relations

If you have a good relationship with a trainer, they will offer you better horses.
On the other hand, a bad relationship means they will not request you at all.

Target

A chance to ride a powerful, upper class horse that the inexperienced player would never normally get a chance to race with. Also, completion of the target set by the trainer for the race will cause them to request you again for their next race.

Negotiations

Test

Riding is made possible by negotiating with the trainer. If the riding techniques and player parameters required to ride the horse are all met by the player, then riding is possible.

Rival

A rival jockey can cut in and steal away the horse you are negotiating for. When they try this, the rival and player parameters are compared. The jockey with 3 or more categories higher than the other will ride.

Here, only 2 parameters that are higher than the rival jockey are needed. However, since these are parameters that are the most important to the trainer, only 2 are needed.

1st timer

Get the chance to ride a debut horse. Just as in normal negotiations, riding will be possible if the riding techniques and player parameters required to ride the horse are all met by the player.

MY HORSES

What is a My Horse?

A 'My Horse' is when a trainer allows the player to decide the rider and race that the horse will run in.
Unlike a mere riding request, it then becomes possible to alter the race in which the horse will run, earn horse titles and retire the horse.

Change Race

Change the next race in which your My Horses will run. However, you can only change each horse once between races.

INFO
8/3/8
Lv 58
Oct.
Hs Info
GRAND SONG
A C2 121
Register
Cond
Grade Race name Track T/D Dist Cond
1R OC LILY S Boston Tf 6.0F 2
2R OC BELLFLOWER S Toronto Tf 7.0F 2
3R OC MALLOW S Tf 8.0F 2
4R GIII HARVARD S Tf 9.0F 2
5R OC PORT ISLAND S Tf 8.0F 3+
6R OC PERSEUS S Dt 9.0F 3+
7R GIII SIRIUS H Toronto Dt 7.0F 3+H
8R GI SPRINTERS CUP Tf 6.0F 3+
Confirm Back Mon Help

Stats

View the horse's total results, and details of the last 10 races in which it has run. You can also check horse condition, race pace, odds, time and other detailed information on each race.

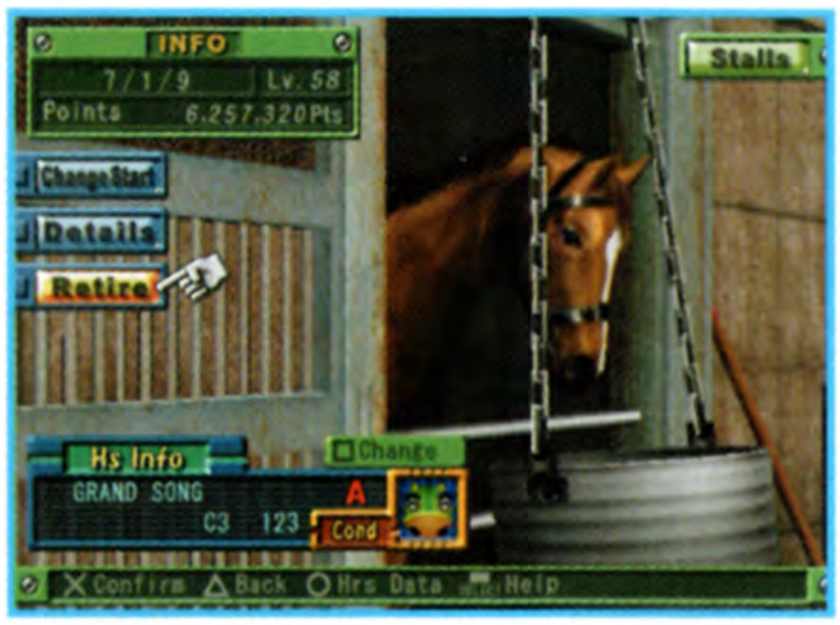
Details
Status
Stats
Lifetime
09-01-03-02
(GIWIN 0)
Total Earn 21,900G
Money Earn 8,750G
Record
8/4 GII BOSTON S Tf 10.0F Boston
Track Cond F/F Pace Ave Place(Odds) 3/14 (3) Jockey HARRIS
Time(Margin) 2:01.3(1 1/4) 3F Time 34.7 Corner 14-14-14
5/1 GI KING CUP SPRING Tf 16.0F San Francisco
Track Cond F/F Pace Slow Place(Odds) 7/13 (3) Jockey HARRIS
Time(Margin) 3:20.4(6) 3F Time 34.2 Corner 9-12-12
12/4 GI WINTER GP Tf 12.5F Miami
Track Cond F/F Pace Fast Place(Odds) 10/14 (5) Jockey HARRIS
Time(Margin) 2:34.2(6) 3F Time 36.8 Corner 13-14-14
Back Help

Horse Titles

Horse Titles are earned by winning specific races riding a My Horse. Earned titles are displayed in the Hall. Make collecting them all one of your goals as a jockey.

Retire

Once a My Horse has passed its peak and looks as though no more can be expected from it, you can choose to retire it.



When retiring, you can choose to register the horse for breeding. Horses designated as "Stud" or "Broodmares" are moved to the pasture, and can then be paired up for breeding. (At least one stud and one broodmare are required to breed)

It is sometimes possible to enter a particularly excellent My Horse into the Hall of Fame. The total results of such a horse can be viewed in the Hall, and their entry in a special, dream tournament will also be allowed. This tournament is comprised of the hardest races to be found in "Gallop Racer 2004". You will need the best possible Hall of Fame horse to win!

JOCKEY GROWTH

What is Jockey Growth?

Your jockey will grow and develop according to your race results.
Such growth will allow you to go on and ride horses that you could not before, give you various in-race advantages, and generally be very useful.

Jockey Data

Jockey Level

Each jockey has a Jockey Level.
As well as an overall level (Total), there are experience and levels in 5 separate categories - Start, Feel, Position, Spurt and Consistency.

The "Eval Points" awarded on the jockey evaluation screen represent the experience for each category. Once a certain amount of experience is earned, that area will level up, and negotiations will start to swing in your favor.

The Race Results screen allows you to see which jockeys have gone up or down during that week, and also look at any new skills you have earned.

Skills

Here you can view information on your riding style and special skills.

<Tactics>

The horse leg type to which you are best suited.

<Distance>

The distance at which you do best.

<Pace>

The pace at which you do best.

<Special Skills>

Fulfilling certain conditions will awaken the potential for special skills within you. It is also possible to lose a skill that you have acquired if you ride in the opposite way.

Record

Here you can view your record for the current year, Lifetime Record, and titles that you have earned. The results for this year show your current ranking, with an arrow indicating the direction in which your ranking is moving.

EVENTS

You will encounter various events while playing "Gallop Racer 2004." These are split into two large categories: Season events and race events. Some of these events are detailed below.

Season Events

Gift Horse

As the season progresses, trainers and rivals with whom you have become friendly will sometimes give you a horse. As these horses are often far better than the ones you can ride normally, you should try to ride them as much as possible.

Challenge Event

A rival jockey will sometimes challenge you when you head out for a race. Accept the challenge and come in higher than your rival and you be appropriately reward. Take up their challenge!

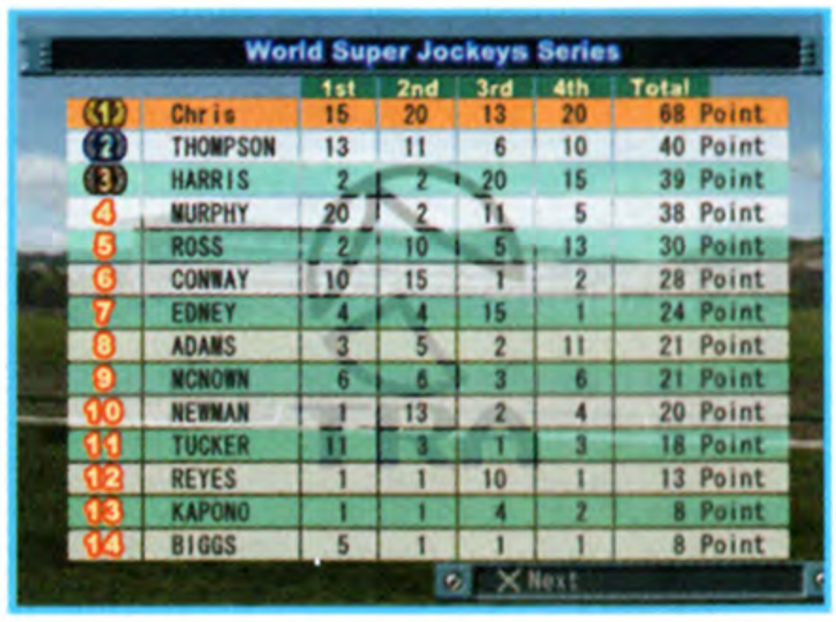
Rival Event

As the season progresses, rival jockeys will sometimes start up conversations with you. These conversations will allow you to get to know your rivals and understand the motives behind their riding. You must aim to become the ultimate jockey, to beat them all!

Race Event

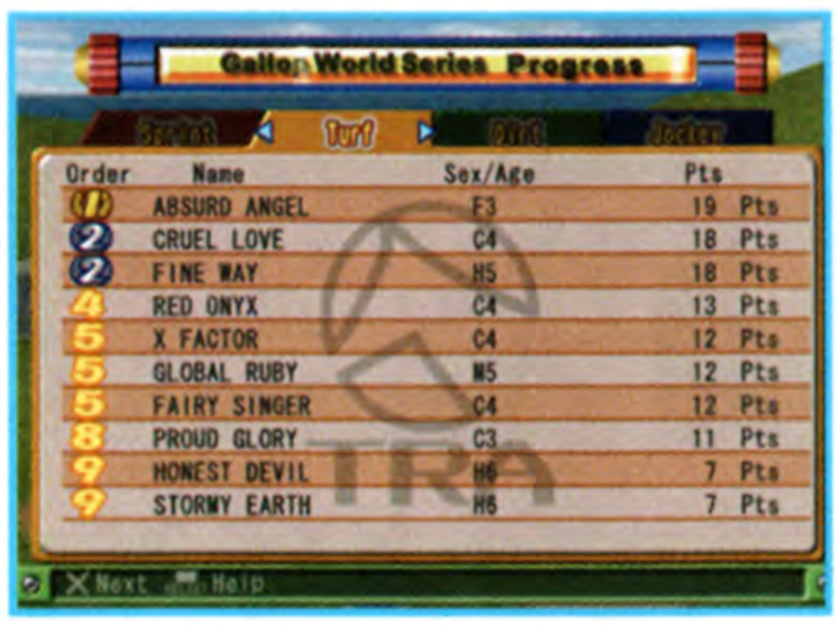
World Super Jockey Series

If you are among the top at the first week of December, you will be invited to the World Super Jockeys Series (WSJS) in the first week of December. The WSJS is a special race series in which the total points earned over all four races decides the winner. All horses are randomized, making luck another important factor.


World Super Jockeys Series
1st 2nd 3rd 4th Total
1 Chris 15 20 13 20 68 Point
2 THOMPSON 13 11 6 10 40 Point
3 HARRIS 2 2 20 15 39 Point
4 MURPHY 20 2 11 5 38 Point
5 ROSS 2 10 5 13 30 Point
6 CONWAY 10 15 1 2 28 Point
7 EDNEY 4 4 15 1 24 Point
8 ADAMS 3 5 2 11 21 Point
9 MCNOWN 6 6 3 6 21 Point
10 NEWMAN 1 13 2 4 20 Point
11 TUCKER 11 3 1 3 18 Point
12 REYES 1 1 10 1 13 Point
13 KAPONO 1 1 4 2 8 Point
14 BIGGS 5 1 1 1 8 Point
X Next

Gallop World Series

The Gallop World Series (GWS) takes place throughout the year. It aims to decide the best in the world in three sections; sprint, turf and dirt. Coming in highly placed in the 8 races that comprise each section awards points, the total of which will ultimately decide the winner. The 24 races that comprise the entire GWS are all world class races, and the rivals you will face there are highly skilled. Always use the best My Horse that you have.


Gallop World Series Progress
Turf
Order Name Sex/Age Pts
1 ABSURD ANGEL F3 19 Pts
2 CRUEL LOVE C4 18 Pts
2 FINE WAY H5 18 Pts
4 RED ONYX C4 13 Pts
5 X FACTOR C4 12 Pts
5 GLOBAL RUBY M5 12 Pts
5 FAIRY SINGER C4 12 Pts
8 PROUD GLORY C3 11 Pts
9 HONEST DEVIL H6 7 Pts
9 STORMY EARTH H6 7 Pts
X Next Help

RIVALS

Natalie Thompson

A jockey, just like her father.
Kind, gentle, and loves horses.
Aims to collect all horse titles.

Kate Dean

Behind her light-hearted front lies a genius, gifted rider.
Fixated on making lots of money.

Austin Turner

A jockey who loves horses.
His passionate riding has made many fans.
Likes to win on un-popular horses.

Max Newman

The greatest horse researcher,who's glittering glasses see all.
All for the sake of riding theory!

Dedrick Jones

A Veteran of 35 years. He has a very bold attitude. He likes to consider himself a real ladies man.

Yoshio Tanaka

A hard worker, pro riding main jockey. Holds relationships with trainers in highest regard.

Duncan Collins

A world wide idol jockey.
He also has a natural sense of humor and is looking to be a comedian.

Chris Nielsen

A narcissist, high on himself.
Unflustered even if he loses,"because I am beautiful."

MAP

The initially placed facilities are limited and relatively small. Buying items from the catalog will increase available facilities. The picture on the left is the initial set-up.

Home

Check your jockey results, expand facilities (see following page, "Catalogue") and alter your racing uniform.

Stable

View a list of horses managed by that stable.

Info Office

View the race schedule and public records of jockey results. There is plenty of useful information available here, from the road map to track descriptions. See page 22 for details

TRA Academy

Basic skill and knowledge explained quickly and simply. See page 22 for details

Hall

View jockey data, horse titles and your own collected awards and success up to this point.

Pasture

View broodmare, stud and foal info.
Selecting a broodmare allows you to then select its next breeding partner.

This is a picture after some expansion has occurred. Exactly how things will expand depends entirely upon you. A chance to create your own unique world!

Catalogue

Selecting "Catalogue" from the "Home" menu to view a list of the currently available goods. It is necessary to fulfill certain conditions before new goods are added to the catalogue. You can view the conditions that were required for currently available items by pressing the button. Use these as clues to try and unlock more goods for sale.

Buying and Placing

If you have enough money, you can buy items that are on sale in the catalogue. If you select the item again and then place it, it will appear on the map.

BREEDING ORIGINAL HORSES

What is an original horse?

An original horse is one created by the player through breeding. These horses are unique to the player. The combination of broodmare and stud abilities can result in foals of wildly varying abilities, so think carefully when matching the parents.

Broodmare

Select "Broodmare" from "Pasture" on the map to view this screen. Here you can check on all broodmare data. You can also decide to set the stud selection for the next breeding to "Manual" or "Auto." If set to "Manual," you can select a stud from here.

Stud

Select "Stud" from "Pasture" on the map to view this screen. Here you can check on all stud data.

Foal

Select "Foal" from "Pasture" on the map to view this screen. Use the growth notes here to predict the abilities of the foal (see page 38). Pressing the button allows you to change the foal's name.

Breeding

If you enter the first week of April and all conditions for breeding are met, this breeding setting screen will appear. A list of broodmares and their selected studs are shown. Selecting "OK" here will carry out breeding as displayed here.

Selecting a broodmare on the breeding setting screen allows you to then change breeding settings and partner. Listen carefully to the comments to be spoken after selecting the stud, and use them to decide if the match is worth making.

After confirming the breeding setting screen, you will proceed here. Here you can check on fertilization (Conceived, Not Conceived, Not Carrying).

You will receive a report like this when a foal is born. Head to the pasture and check their name and details. (Names are given automatically, but you can change them).

.

Life of an Original Horse

Use the foal's ability notes (Future, Flex, Power and calm) to predict the kind of horse it will become.

You must negotiate with a trainer to ride an original horse, just like any other horse. Horses with a GR mark are original horses. Negotiate as often as you can, and ride them as much as possible.

When you first ride an original horse, basic parameters and abilities will just be displayed as? By continuing to ride this horse, you will gradually get to know these abilities. Therefore, riding an original horse as often as possible is recommended.

When an original horse passes its growth peak, you can "Register Original Horse." Horses registered in this manner can then be used in battle mode and free mode.

>memory card (8MB) (for PlayStation®2) with at least 155KB free space is required in order to save "Gallop Racer 2004" Original Horse data.

SECRETS

Secret Track

As well as real race tracks, original race tracks also exist in “Gallop Racer 2004.” Here a certain "Dream Contest" is held, and you will face nothing but legendary opponents. Search hard and you might find it!

EXTRA MODE

BATTLE MODE

What is battle mode?
A mode for multiple players to go head-to-head. There are two types; a max 5 race Series Battle, for 2 players, and a max 4 player tournament style Party Battle.

Series Battle

2 players battle it out over a maximum of 5 races. Position awards points, and total points at the end decides the winner. If points are equal, the winner of the final race will win.

Party Battle

A tournament for up to 4 players. The winner goes on and the defeated player to a loser's competition. The points for each race are pre-set and the winner receives these points. The player with the most points at the end of all 7 races is the winner. Even if you lose a race, a record or other bonus may bring you back from behind. In the case of points being a tie, the winners are ranked in the following order.

Won final ➧ lost in final ➧ lost in half-final ➧ lost in loser's competition

Type of Bonus

The party battle bonuses are "Record Bonus" (winning by record), "Smash through Bonus" (winning far ahead of 2nd place), "Cool Ride Bonus" (winning without using whip), and "Lucky 7 Bonus."

FREE MODE

Freely select horse, race, weather and track and just enjoy racing.
Can play 1 player, 2 players or just view a race.

My Horse Registration

When selecting a horse, selecting "Add New My Horse" from the "My Horse" tag will allow you to load a Season mode My Horse from a memory card (8MB) (for PlayStation®2) Horses added in this manner can then be ridden as normal horses.

Starting Horse Edit

Under "Starting Horse Edit" you can check the running horses, change them, change the age of the running horses and their horse numbers.

TRA ACADEMY

What is the TRA Academy?

Learn the basic techniques and knowledge required to play the game. You can also find control and ability descriptions. In "Lesson" learn controls and basic racing techniques. Under "Help," learn about parameters and abilities. The content is the same as Academy in Season mode.

Lessons

From button functions during the race, the race screen and flow of the race, right up to handling pace are all handled here.
Fulfilling various conditions in Season mode will unlock intermediate and advanced lessons.

Help

Help on understanding Horse Data, Abilities and Jockey Data.

OPTIONS

System File

Save and load System File.
If you have no System File, you can create a new one here.

Manage Horse

Copy and delete My Horses.

Settings

Just as in Season mode, you can change vibration, race meters and uniform settings

Sound

Change sound settings.
You can also listen to the game music here.

Replay

Replay VTR data previously saved to a memory card (8MB) (for PlayStation®2)

Controller

Change race controller type.

Manage Horse

<Create New>

Create a new Original Horse data.

<Copy>

Pass and copy Original Horses between 2 Original Horse data.

<Delete>

Delete a previously registered Original Horse data.

<Restore>

Return data to state prior to copying or deleting.

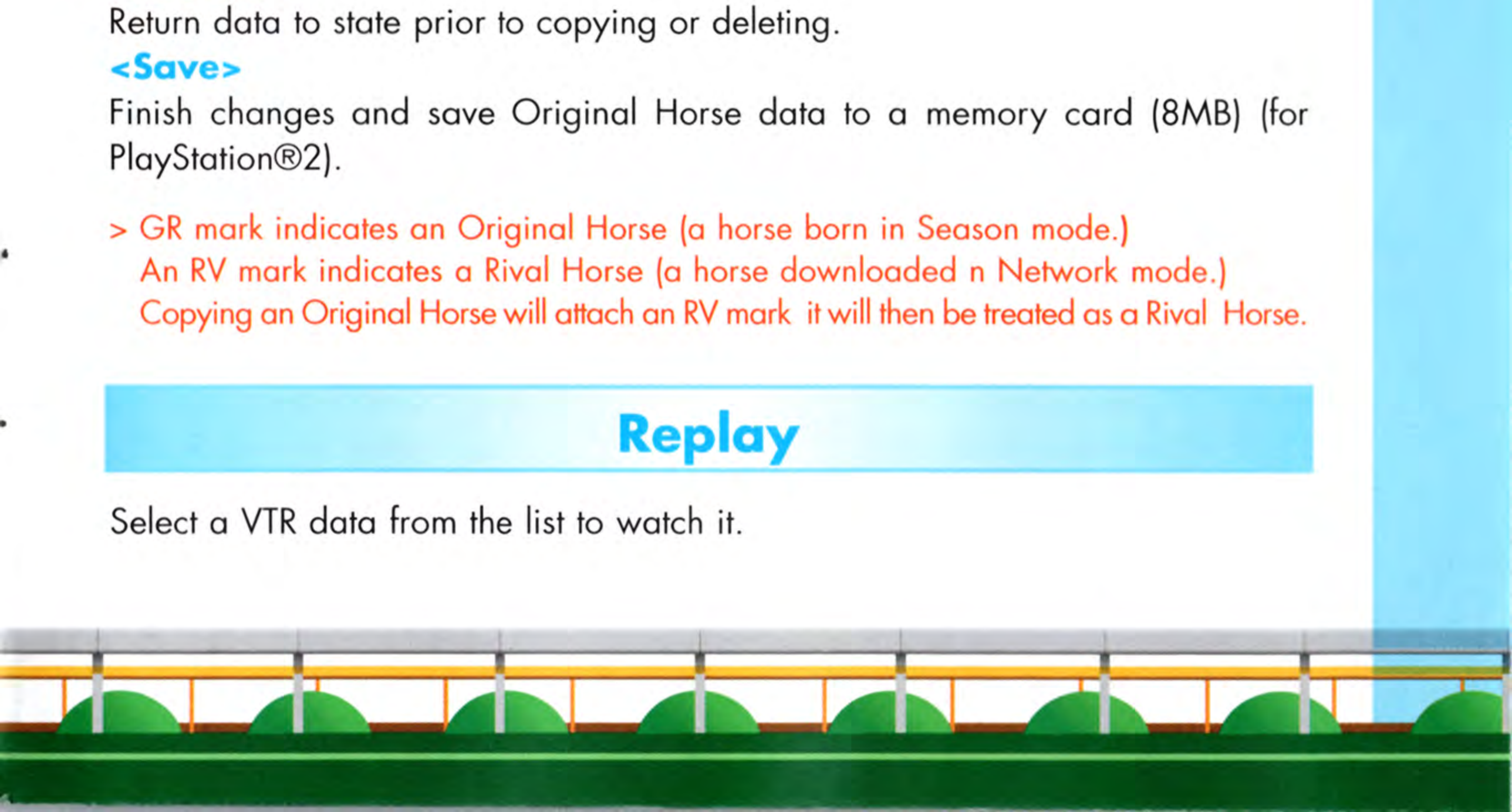
<Save>

Finish changes and save Original Horse data to a memory card (8MB) (for PlayStation®2).

> GR mark indicates an Original Horse (a horse born in Season mode.)
An RV mark indicates a Rival Horse (a horse downloaded n Network mode.)
Copying an Original Horse will attach an RV mark it will then be treated as a Rival Horse.

Replay

Select a VTR data from the list to watch it.



STAFF

Director:
Yoshinori Ueda
Main Programmer:
Kenichi Asami
CG Director:
Masahiro Shidara
Planner:
Manabu Nagasaki
Masanori Yano
Koichi Yamaguchi
Programmer:
Masahiko Itoga
Yuichiro Watanabe
Yoshihiro Ota
Yasunori Isari
Makoto Ishizuka
Yutaka Fukaya
Nobuyuki Morita
2D Designer:
Kohei Uchida
Atsushi Katsumi
Character Designer:
Keisuke Maezawa
Akio Oyama
Tomoko Kato
Masayuki Sasamoto
Takenao Sakurai
Stage Designer:
Yasunari Akiyama
Ryo Tanioka
Ayako Hasegawa
Moriyasu Kokubu
Kazuaki Daimon
Kazuhiro Higuchi
Motion Designer:
Takayuki Hirota
Nijiko Kanazawa
Takayuki Shimada
Takahiro Koizumi
Sound Composer:
Saki Ishii
Hiroaki Takahashi

Data Worker:
Masataka Ito
Kotaro Osumi
International Division:
Mitsuru Tsutsumi
Keiko Kawashima
Miho Sano
Tecmo Inc. Staff:
John Inada
Andrea Frechette
Yumi Saiki
Melody Pfeiffer
Brian "Finn" Hoisko
Dennis Chacon
John O'Connell
Libby Supan
Keiko Saegusa
Keiko Suzuki
Bill Cox
Norma Matautia
Lorena McDonald
Mimi Tabuchi
Ryan Arbogast
Translation:
NANICA K.K.
Designer:
Jun Hasunuma
Producer:
Keisuke Kikuchi
USA Executive Producer:
Isamu Fukada
Executive Producer:
MAX NAKA

Special Thanks:
Ed Burgart –
Track Announcer
Ken Atwell
Greg Shores
Chris Wagner
Lisa Shock
Monster Fenrick
And the many fans of
Gallop Racer....

90-DAY LIMITED WARRANTY:
Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Disc shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the disc, at its option, free of charge.
To receive this warranty service:

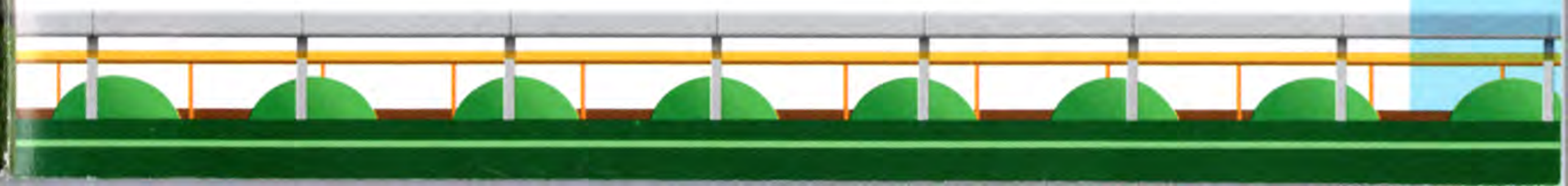
1. DO NOT return your defective disc to the retailer.
2. Notify Tecmo of the problem requiring warranty service by calling (310)944-5005
   Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number.
   Simply record this number on the outside packaging of your defective disc, and return your disc freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to:
   Tecmo, Inc. PMB#5553
   21213-B Hawthorne Blvd.
   Torrance, CA 90503

This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the disc develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective disc and return the defective disc freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the disc or replace it with a new or require disc. If replacement discs are not available, the defective disc will be returned and the $10.00 payment refunded.

WARRANTY LIMITATION:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENTS SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provision of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TECHNICAL SUPPORT: (310)944-5005
Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.



Gallop Racer® 2004 ©Tecmo, LTD. Tecmo and the Tecmo logo are registered trademarks of Tecmo, LTD.